Amendments to the Specification:

Please make the following amendments to the specification. Material to be inserted in replacement paragraphs or sections is in **bold and underline**, and material to be deleted is in ~~strikeout~~ and/or in [[double brackets]] if the deletion would be difficult to see.

Please replace the paragraph(s) beginning at page 2, line 21, with the following rewritten paragraph(s):

Fig. 4 is a schematic view of a real-time game play interface of the graphical user interface of Fig. [[2]]**3**.

Please replace the paragraph(s) beginning at page 7, line 14, with the following rewritten paragraph(s):

A game event detector 64 of non-player character manager 60 is typically configured to detect predetermined game events [[64]]**66** that affect an emotional state of the non-player character. One such emotion-influencing game event is an NPC being within a predetermined distance of a fear emitter. Exemplary predetermined game events 66 include trust-up events 68, trust-down events 70, fear-up events 72, and fear-down events 74. An emotional state adjustor 76 is configured to adjust an emotional state 44 of the NPC, based on the detected game event. For example, if a game event that indicates that an NPC is within a predetermined distance of a fear emitter 54, then the NPC's fear state will be raised.

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Please replace the paragraph(s) beginning at page 8, line 6, with the following rewritten paragraph(s):

As shown in Fig. 3, computer game program 22 is configured to display a real-time game play interface 80, from which a squad interface screen 82 and a non-player character interface 84 may be accessed. Real-time game play interface screen 80 typically displays game environment 86 in three-dimensions, from a perspective above and behind the player character. Alternatively, a different perspective may be used, or the game may be presented in two dimensions. A squad 88, including [[non-]]player characters 40 and at least one **non-**player character 42, typically operates in the game environment. Should an emotional state of a non-player character change, the real-time game play interface screen 80 is configured to display an emotional state-change icon 92 adjacent (typically above) the **non-**player character icon [[40]]**42**.

Please replace the paragraph(s) beginning at page 10, line 17, with the following rewritten paragraph(s):

Returning to Fig. [[2]]**3**, squad interface 82 is typically accessed by a predetermined command that suspends real-time game play in interface 80, and causes squad interface 82 to be displayed. Squad interface 82 includes a plurality of non-player character status panes 94, and a squad command icon 104. Squad command icon 104 commands the entire squad to perform a desired action. In the depicted embodiment, the squad command icon may be toggled by the user to alternately instruct the squad to stay in a given location, or to follow the player character.

Please replace the paragraph(s) beginning at page 25, line 9, with the following rewritten paragraph(s):

At 212, the method typically includes selecting a non-player character reaction based on the current emotional state of the non-player character. When a fear state of the non-player character is detected to be above a predetermined level, the non-player character reaction may include inhibiting the non-player character from responding to a command from the player character, performing a self-destructive act, performing an act of incapacitation, etc., as described above. Where a fear state is below a threshold level and a trust state is sufficiently high, in response to detection of an enemy or in response to seeing a player character attack an enemy, a non-player character reaction may be to [[or]] initiate or cooperate in an attack upon an enemy. Further, the non-player character reaction may include becoming unaffected by trust-influencing events upon reaching a threshold fear state, or becoming immune to fear-influencing events, upon reaching a threshold trust state. Finally, when the trust state of the non-player character is below a predetermined level, the non-player character reaction may include being unable to perform a command from the player character.

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